

# Forever Worlds™

ENTER THE UNKNOWN

## SOLUTION GUIDE



THE  
ADVENTURE  
COMPANY



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# PROLOGUE

Forever Worlds is a game about world peace and harmony, of a future ruled by one government with only the best interests of its citizens....wait a minute, wrong game...sorry.

Forever Worlds is one man's cosmic search for eternal life; a journey through surreal and immersive worlds where magic and fantasy merge with humor and beauty, where lizards and condors are sidekicks and humans are kicked to the side.

Oh, and it's also about chocolate.

Lots and lots of chocolate.

Chocolate is good.

# CONFIDENTIAL INFORMATION THAT MUST BE READ & MEMORIZED

(Please rip out this page, shred carefully and swallow after reading)

## **Saves**

Forever Worlds offers an unlimited number of save slots. But then we've heard you're pretty smart so you probably won't need even one save.

## **Inventory Items**

These items can be very helpful if used properly; but correct protocol must be followed. First click on the circle in the bottom right corner of your screen to open your available inventory, then click on the inventory item you wish to use. Now click on the item in the center of the screen. Click on the bottom right circle again to exit the inventory screen and then click on the area where you want to use the inventory item. It couldn't be simpler.

## **Puzzles**

Forever Worlds is a game of ambiguities. What should be logical isn't. What shouldn't be logical is - or something like that. Rule of thumb: if it doesn't make sense, then it is probably the sensible solution.

## **Guideposts**

Read all of the guideposts, indicated by a question mark as your cursor; as they will provide you with much-needed information when you are lost. We hear they are also useful to dislodge that huge chunk of broccoli stuck in your teeth from lunch.

## **Cut-scenes**

Any cut-scene can be interrupted by pressing the space bar (but why would you want to skip past the animations?) They are beautiful and the developers put a lot of work into them! So please watch all of the cut-scenes or their feelings will be hurt).

## **This Guide**

There are many routes you can take to complete Forever Worlds. We are presenting you with the quickest and most straightforward path so you can complete the game quickly and purchase another in our line of Adventure Games.

# CAST OF CHARACTERS

## **Jack Lanser**

He's Indiana Jones without the whip, Luke Skywalker without the light saber, Spider-Man without the...aw, he's really none of these things. Jack's just a normal guy like you and me (well okay, like me) who finds himself thrust into a strange world inhabited by even stranger creatures.

## **Doc Maitland**

Doctor of Paleontology. His cosmic search for eternal life leads him to the Magic Tree of Lemuria. But now the Doc has fallen into a vortex leading to another dimension. Don't you just hate it when that happens?

## **Nancy Maitland**

The Doc's daughter and Jack's true love. Her lifelong dream is to sail off happily into the sunset. All she needs now is a captain to float her boat.

## **The Custodian**

Your typical High Priest whose job title has been downsized to tree doorman. The doors he opens are between other dimensions and he would like nothing better than to take possession of an unsuspecting body to better his position in life.

## **IX**

Short for Ixtloaloaxixt, Ix is a talking lizard who will accompany you on your journey. One thing he is not though, is cold-blooded, so don't say anything to hurt his feelings.

## **The Wizard Mask**

We're off to see the Wiz...oh wait, wrong story! Actually, the Wizard Mask is a disembodied, fiery mask that controls the Departure Booth in the Magic Tree.

## **Fillers**

Fillers are not real people. They're neither spirit or creature, nor living or dead. Okay, look, we really don't know what they are, but you can inhabit their bodies to access inaccessible areas. How cool is that?!

# LOCATIONS

## **The Peruvian Jungle**

Deep in the jungles of the Amazon, it is here that our story both begins and ends.

## **The Land of Mu**

An ancient land over 70,000 years old. Populated by a highly evolved society that supposedly had the ability to fly and levitate objects.

## **Xulon – The Tree of Eternity**

After entering the tree, no matter how long you stay, once you exit, it is as though you have never been away, even for a split second. You return instantly to the time at which you first entered the tree. This is one tree you won't find growing in your backyard.

## **The Maintenance Area**

An extensive operation that keeps all of the game Worlds in working order. It is here that maintenance men keep track of all the comings and goings in the game you are currently playing.

## **The Butterfly Penitentiary**

The Butterfly Penitentiary is a World that captures and utilizes the wind created by the fluttering of enormous butterflies as its main source of energy.

## **The Volcano**

A cold, drab mountainous World constantly threatened by a volcano on the verge of erupting.

## **The Leaf Synthesis World**

A large greenhouse that is the catalyst point of this entire tale.



# INTRODUCTION

Doc Maitland has devoted his life to pursuing his passion for the cosmic search for eternal life.

Now, deep in the heart of Peru, the Doc has found some East Polynesian writings in the Marquesas Islands. They tell of a magic tree that has existed for over a hundred thousand years and claims it to be a portal to eternal life.

Doc tracks the magic tree to the Amazon. After weeks of exploration he finds what he is looking for – triangular yellow leaves with a spiral pattern. He falls under the magical spell of the leaves and can't resist the urge to taste one.

The Doc is instantly sucked into a vortex that transports him into a series of eternal dimensional loops from his past. Meanwhile....

Nancy Maitland, the Doc's daughter, is worried because she has had no word from her father in weeks. Nancy and her boyfriend Jack Lanser board a plane and head for Peru. They then hire a boat to transport them to a remote jungle, high in the mountains of Peru where her father was last seen.

# PART 1: THE PERUVIAN JUNGLE

## In The Jungle, The Mighty Jungle



You are Jack Lanser – well, at least for now – and the only way your true love will marry you is if you find her father and return him safely.

Click on the boat that deposited you at the foot of this jungle (Fig. 1). See those words that mysteriously popped-up, they are guideposts and will often describe your surroundings or a situation you

may encounter. Read them- go ahead, I'll wait. Hmmmm, hmmm, hmmm, tap, tap, tap. Oh you're done? It's about time. You really need to read the guideposts a little quicker or we'll never finish this game.

So now you're ready to begin. Fasten your seatbelt (or if you're sitting in your computer chair, staple your pants to the seat) and brace yourself for a journey into the future...and the past...and the present.

## One of These Things is Different than the Others



Follow the path into the jungle until you reach the village clearing. It is festival time so you'll be greeted by three colorfully dressed Locals sporting decorative masks (Fig. 2).

Click on the trio to speak to them. After they 'boogie down' the Local on the left will point to the path behind him and says that you need to find the

book and the tree. Is it just me or does that one Local seem a little different from the others?



Before following the path, enter the hut to your left. This is where Doc Maitland stayed during his search for the mythic tree. Click on the right side of the suitcase to read the new guidepost. Now search the room. There, on the table – no, not that table, the one to your right – is a photograph of your beloved (Fig.3); the woman whose slightest

wobble, the woman who makes you feel as though there is always a party in your pants, the woman you will someday marry and then in twenty years will nag you every single day that you spend too much time on the internet and not enough time with her...oh, ahem, sorry – Nancy Maitland, the good Doc's beautiful daughter. Take the photograph and put it in the pocket near your heart.

## Xulon - The Tree of Eternity



Exit the hut and follow the path to the right that was pointed out to you by the Local. Go deep into the jungle. Deeper. Keep going. Hey, I didn't tell you to stop yet, keep looking until you find a book on the ground next to the roots of an enormous tree (Fig.4). Though Jack does not yet realize it, this book was dropped by the Doc after he tasted the leaf from the mystic tree.

Unlike the Doc though, Jack will not have the opportunity to be tempted to partake of the yellow leaves. Reach for the book and read the guidepost once you are done, click on the magic tree above and you will be deposited into its underground vestibule (which is a good thing, cause we've been told those magic leaves taste like chicken).

Now Jack is about to undertake into a journey he may never remember, but most certainly will not want to forget. Or something like that.

## A Short Pause to Explain the Story Thus Far

As Jack is soon to discover, entering the Tree of Eternity is like entering a dimension where time does not exist. One moment lasts forever.

After entering the Tree, no matter how long you stay, once you exit it is as though you have never been away, even for a split second. You return instantly to the time at which you first entered the Tree. For centuries Xulon - the Tree of Eternity - has been considered a myth because those who were actually in it found it hard to believe they had actually ever been there.

But, as Jack is soon to discover, once you eat the magic leaf and enter the tree, you can then choose to revisit the past moments of your life when you were the happiest. This is what Doc Maitland has done. Now Jack must track down the Doc's past personas - known as Originators - one-by-one and return them to their proper eras until he finally encounters the original Doc Maitland Originator of the present era and returns him safely to his daughter.

## We Continue With Our Game

Jack's journey into the Tree has left him disorientated, but there seems to be an entrance directly ahead, cutting through the gloom.

Step forward. Before you can go any further, a tall, handsome man appears dressed in beautiful robes and a gold tiara. He is known as the Custodian and is the high priest of the Tree of Eternity and the numerous Worlds it branches out to.



Fig.5

Unfortunately, the Custodian has been 'trapped' in the tree for tens of thousands of years and, since Jack has not tasted the magic leaf, this is his golden opportunity to escape. The high priest needs only to touch Jack to take possession of his body and switch places (Fig.5).

Now the Custodian is in Jack's body and is free to roam the World outside the Tree, while Jack is trapped in the Custodian's body in a strange World. Jack will appear as himself in the animations so as to ease the confusion as to who is who. Both have each-others memories, and to make matters even worse, if the Custodian can convince an earthbound woman, such as Nancy, to marry him, then he will never have to return to

the tree and Jack will be trapped for eternity. On the upside though, Jack can now walk through walls and levitate objects. Not to mention he is now in charge of numerous Worlds populated by interesting people from many times and places. Hmm...tough choice here, eternal life and the ability to levitate food into your mouth without ever lifting a fork, or a lifetime married to the woman of your dreams.

Jack is now trapped and his problems are twofold. He must search for Doc Maitland and return him to his daughter and he must then figure out how to get the high priest back into the Tree and again switch bodies with him before he marries Nancy.

## If He Has A Mask On All Day, Then What Does He Wear for Halloween?

Step towards the strange machine with the green and blue lights and clockwork gears. Click on the black screen where your cursor will turn into a puzzle triangle and you'll be greeted by a huge, fiery, talking wizard mask (for conveniences sake, let's just call it The Wizard Mask shall we).



Fig.6

The Wizard Mask (Fig.6) controls the Departure Booth that allows access to the portals that lead to the other worlds.

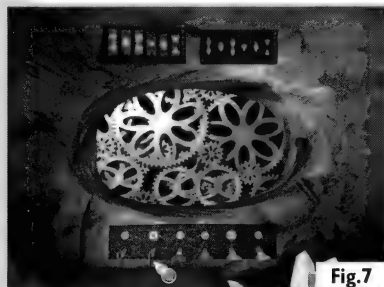
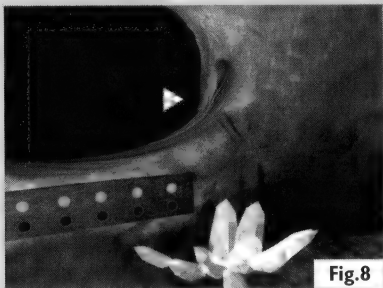


Fig.7

The Departure Booth can only be activated by clicking on the keys at the bottom of the booth to match the sequence of symbols at the top of the booth (Fig.7). Click on the keys to watch which lights they activate and their sequence (ignore the mask's request to scratch his nose as it would be difficult to click the keys with charred fingertips).



As this is your first puzzle and, as you have paid good money for this game, we're going to help you out and provide you with the solution. No, no – don't thank us, it's our pleasure.



First, be aware that anytime you find a puzzle triangle (Fig.8), it indicates that you need to solve a puzzle. You must always first click on the triangle to activate the puzzle.

Now, number the keys on the Departure Booth from left to right as 1-2-3-4-5-6.

Finally, the following sequence will activate the Departure Booth: 3-2-3-2-1-2. Press 2 again to be transported, and in the words of the immortal Jackie Gleason – awaaaaay we go!

## PART 2: THE LAND OF MU

### No Matter What You Call Him, He's Still A Cold-Blooded Reptile in My Book



Fig.9

You have arrived at a surreal, almost heavenly location. Surrounding you is a series of elevator doors that are access portals to the other Worlds. For now there is only one that can be approached, but as you attempt to activate the door, a mask to the left of the entrance begins to jabber away uncontrollably (Fig.9).

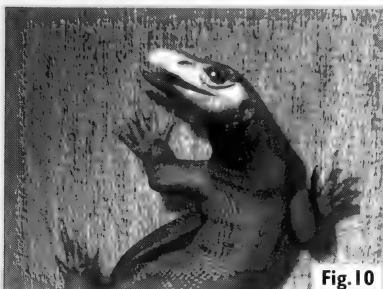


Fig.10

Lift the mask to reveal Ix (Fig.10) – short for Ixtloaloaxit – a wise-cracking, smart aleck lizard that will accompany you as your sidekick for the remainder of your journey.

Once Ix has settled onto your shoulder, click on the door to proceed to the Land of Mu.

### The Land of Moo, er Mu

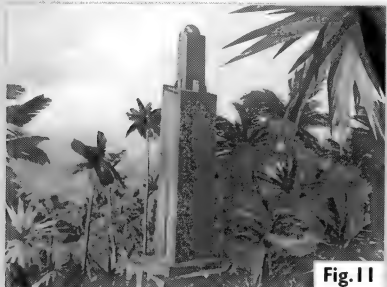


Fig.11

You have now been transported 70,000 years back in time. Follow the path to your right to a strange stone column. A six-note melody emits repeatedly from its top spire (Fig.11). There are only three different notes in the six-note melody so it should be quite simple to memorize (if you need to hear the notes again, exit the area and then return).

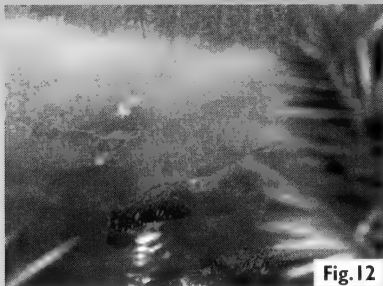


Fig.12

Return to the clearing and follow the path to the left. As you follow the path, you will see a river with a canoe on the opposite bank. Click to swim across the river and ...Whoa! That crocodile is sure sporting some razor sharp teeth (Fig.12). In fact, I think I saw Pinocchio in there when it opened its mouth!



Fig.13

Well, it looks as though our best option is to continue to follow the path. Press forward until you reach a set of stone stairs that lead upwards to a wooden platform decorated with bird designs. Go up the stairs. Four tall wooden columns decorated with fresh garlands reach toward the sky. From each column hangs a carved pipe that can be played

to match the melody heard back at the spiral building (Fig.13).

Click on the puzzle triangle to activate the puzzle (I didn't really need to tell you that again did I?) and click on each pipe and listen to the individual notes. They sound similar, but are a few octaves lower than those heard back at the spire.

Your first attempt at 'playing the pipes' will most likely be wrong (unless by some incredible coincidence you cheated and looked at the solution below – shame on you!) and a small bird will flutter into sight searching for a yummy centipede sandwich. Once he leaves, 'play the pipes' again, this time in the correct order. What's that? You need help again! My pleasure:

- ✓ Number the pipes from left to right as 1-2-3-4.
- ✓ To match the six-note melody, slowly and deliberately click on the pipes in the following order:  
3-2-1-2-3-1

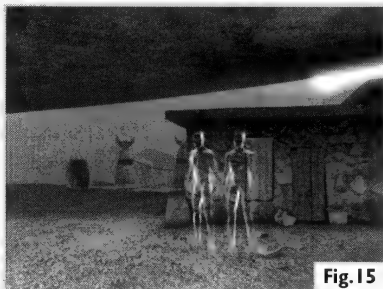
The correct melody summons Sandor the Condor, your transportation to the next World. He clutches you snugly in his talons – limit one carry-on



**Fig.14**

suitcase per traveler please - to whisk you to the top of the mountains (Fig.14). Listen carefully to Sandor's advice for he is old and wise, not to mention that if you don't show the proper respect he could open his neatly manicured talons and let you plummet to a horrifying death.

## The Sky People – Picture the Village People Without Their Costumes...and Bodies



**Fig.15**

After Sandor deposits you at the landing dock, scan the area – hope you're not afraid of heights – and then go forward for your first encounter with the Fillers (Fig.15).

Fillers are not real people. They're neither spirit or creature, nor living or dead. Okay, look, we really don't know what they are, but you can inhabit their bodies to

access inaccessible areas. Didn't I tell you it would be cool?

As you are 'inhabiting' the Custodian's body, these two Fillers are not

aware of your true identity so they are more than willing to fill you in on the latest gossip.



**Fig.16**

Enter the building behind the Fillers. Look around and then take the chocolates from the table (Fig.16). Take note of the butterfly motif, you'll be seeing more of them later.

## IMPORTANT!! YOU MUST READ THIS!

Ha! Fooled you didn't I? I don't have anything important to tell you. Can't believe you fell for that old line. Okay, I'm just kidding. Sorry, please don't get mad at me. Here's a big clue to help you out since you've been so patient with me. Notice the wings icon imprinted on top of each chocolate. Every piece of chocolate that is found during the game will have an icon that serves as a puzzle clue to a related object.

See, aren't you glad I told you that? You're welcome.

## Mama Always Told Me, Life is Like a Box of Chocolates, You Never Know When a Piece Will Let You Fly Like a Bird

Exit the building. Cross the rickety, rope bridge to the left of the Fillers. The wooden planks creak beneath your every step, they are not used to handling the weight of someone whose diet consists of hamburgers, French fries and pizza. Maybe you should have had that diet soda instead. Let your mind focus on the soothing sound of the waterfall pouring into the river below. Relax, relax...hey, wake up! Don't relax that much.



Fig.17

Safely on the opposite side of the bridge is the village of the Sky People. Walk forward from the bridge and climb the hill until you reach a duplex on the left with an axe at the door. Go inside this building and pick up the Swiss Army Knife for your inventory. Cross to the opposite building with two shields on either side of the door (Fig.17).

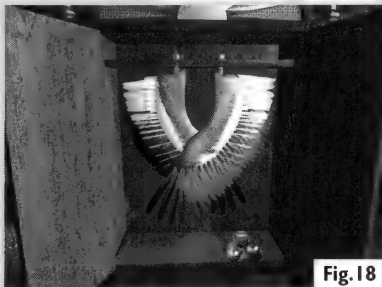


Fig.18

Pick up the Genie's lamp from the table and add it to your inventory. There is a large set of wings with handles inside an oak cabinet. Click on the puzzle triangle to activate the puzzle and then click on your inventory to place your chocolates with the wing icons on the shelf below the wings (Fig.18).



## He Flies Through the Sky with the Greatest of Ease

Whoopee! You're flying – careful, don't go too close to the sun! Slowly now, ease to the ground for a three-point landing.



Fig.19

You are now next to the canoe on the opposite side of the river. Search the surrounding area and next to your wings to find some more chocolate (Fig.19). These pieces are decorated with an icon of a lizard.

## It's Déjà Vu All Over Again



Fig.20

Walk towards the canoe and look behind you. Hey, there's a doorway on the bank of the river! Nothing tricky here, just click to pass through the doorway (Fig.20).

Okay, so I was wrong, there is something tricky going on here. Every time you click on the door, all you get is a guidepost. This must be a misillusion (you know, when you think you saw

an illusion but you really didn't. Okay, so I just made up that word, but it does make sense, eh?).

Hop into the canoe, don't worry about paddling, this is a magic canoe that will transport you to your next location further down the river (I wonder if I could buy one of these magic canoes at my local sporting goods store?).



**Fig.21**

This new beach is strangely similar to the previous, but this time, there is a hammer on the ground to the left of the door (Fig.21). Add the hammer to your inventory and click on the door. Voila! It worked.

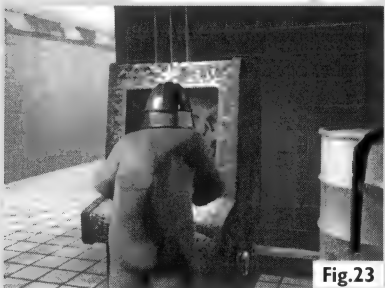
## It's Like Being in the Underbelly of Disney World

You are now backstage in the Maintenance Area, an extensive operation that keeps all of the game Worlds in working order. It is here that maintenance men keep track of all the comings and goings in the game you are currently playing. Neat, huh? How often do you get to actually explore the inner workings of a game?



**Fig.22**

You'll later be able to explore the various hallways and workrooms of the Maintenance Area, but for now click on the machine in front of you (Fig.22). This is the River Mu Ride kiosk. You can attempt to operate it, but it appears to be stuck. Take the hammer from your inventory and use it to smack the top of the kiosk.



**Fig.23**

Now click on the wheel. It still seems to be stuck, but a workman hears the pounding and shows up to repair the machine (Fig.23). You are now free to travel throughout Mu (you did remember to bring your passport right). You will be transported back through the door to the canoe.

## Rock My World Baby

Hop back into the canoe to be transported back to the opposite beach. As the River Mu Ride kiosk has now been repaired, the fake door has disappeared and the path is now clear.



Fig.24

Look right (when facing the river) to grab the chocolate decorated with a shoe icon. Continue on the path to the left of where you picked up the chocolate and add the duct tape in the woods to your inventory (also very useful in case of an attack). Behind you is a huge, seemingly unmovable boulder that has something hidden underneath. Take the small, grey rocks that are at the foot of the boulder (Fig.24).

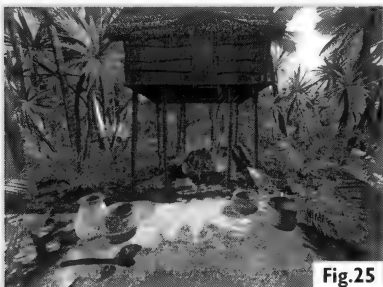


Fig.25

Return to the beach. Pick up the rocks to your left (these rocks show up as purple in your inventory) and then follow the path to the left (again when facing the river). There is a small hut raised on stilts, but no ladder to climb to the hut (Fig.25). Boy, wouldn't those wings come in handy right about now?



Fig.26

Return to the beach clearing and take the path straight ahead. It's another of the Sky People's small villages. What is all this babbling about a gorilla? Have these Sky People all gone insane from flying too close to the sun? Take the bananas hanging from the hut on the right (Fig.26) – pay close attention to that wanted poster - and then turn around to follow the path, beside the large rock, deeper into the woods.



Fig.27

Directly ahead is an ornate temple, but before going forward and climbing the stairs, take the small cloth sack (Fig.27) to the right behind the tree. Move up once to take the grey duct tape from the bushes on the left. Now climb the stairs to the temple. Please remove your shoes and wipe your feet before entering.

## Kneel Before Me

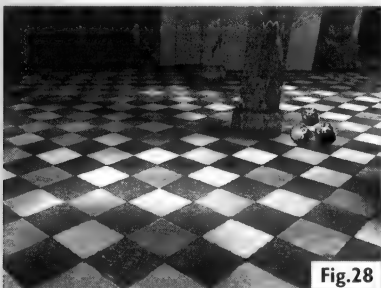


Fig.28

The floors are polished to a high gleam and it takes all your effort not to slide headfirst into the walls. To the right is a prominent Water Altar adorned with an exotic, serpent-like creature. Straight ahead is an elevator door that leads to the top of the temple. Something tells me that we have to find a way to operate that elevator. Let's search the main room. To the far right of the Water Altar, by the pillar are some chocolates adorned with monkey icons (Fig.28).



Fig.29

Towards the outer edges of the room on the opposite side of the Water Altar behind an offering dish is a compass (Fig.29).

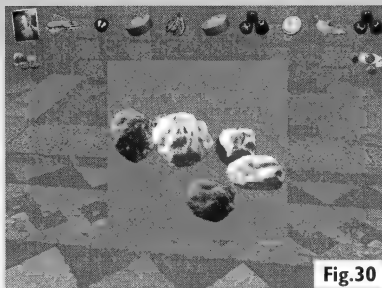


Fig.30

Approach the Water Altar and click on the puzzle triangle to activate the puzzle. Take the small cloth sack from your inventory and place it before the serpent. Next place the grey rocks you found near the large boulder on top of the cloth sack (Fig.30). Now add the sack, weighted down with the colored rocks, back to your inventory.



Fig.31

Turn around to face an offering dish. Click on the puzzle triangle and then place the bag of rocks in the offering dish (Fig.31). The elevator door to your left will now slide soundlessly open. Going up!

## Happy Feet!

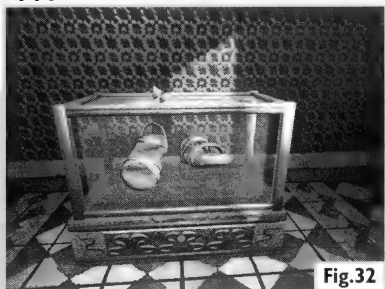


Fig.32

Inside this room there is a glass case with a pair of magic, dancing sandals. Click on the puzzle triangle on the case and then click the door at the bottom of the case to slide the drawer open (Fig.32). Put the chocolate with the shoe icon in the drawer and the glass case will slide open allowing you to take the magic, dancing shoes.

Go out of the temple to and return to the beach. Take the path to the right of the river to return to the giant boulder blocking the path. Click on the puzzle triangle and then click the magic, dancing sandals on the boulder and it will gleefully skip away.





**Fig.33**

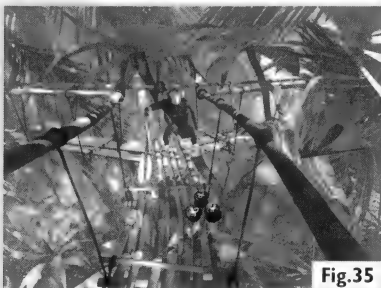
Aha! Concealed beneath the boulder is a broken ladder (Fig.33). Take the broken ladder for your inventory.



**Fig.34**

Return to the beach and revisit the hut on stilts on the path left of the river. Click on the puzzle triangle to activate the puzzle, then place the broken ladder on the ground in front of the hut. Now click the silver duct tape on the ladder and it will be repaired – somewhat shaky, but still usable (Fig.34). Put it back into inventory. Take the now fixed ladder out of your inventory and place it gingerly against the hut and climb to the top. Higher, higher, whew, made it.

## Just Monkeying Around



**Fig.35**

On the other side of the hut is a rope bridge zealously guarded by a monkey named Abel (C'mon, you didn't really think monkeys had names like Cheetah or Bonzo did you?). Go forward twice on the rope bridge. Click on the puzzle triangle to activate the puzzle. Place the bananas in front of Abel to the left. Hmmmm...it seems he can't be bribed with bananas (Fig.35). This is one

tough monkey. Let's check your inventory. How about we place those chocolates adorned with monkey icons beside the bananas in front of Abel. Well, it looks like chocolate is the solution to all problems as Abel gobbles up the bribe and takes off the gorilla mask to reveal that he is actually a man.

## Scotty, Beam Me Back to the Tree



The “gorilla” is the first Doc Maitland Originator outfitted in his first past persona as a gorilla – we are after all 70,000 years in the past (Fig.36). Touch him and the spell of the magic leaf will be broken and the moment in time and space will be the exact moment the Maitland Originator entered the tree in the past. Back to the Magic Tree of Xulon we go.

Once you have returned to the vestibule, the Maitland Originator can leave the tree, but you cannot as you have arrived back at the time of this particular Maitland’s past life and not at the moment when you entered the tree. So now you and Ix must return to Mu and continue your search for the next Doc Maitland Originator until eventually you reach the Doc Maitland from your own time.

Click on the Departure Booth again to return to the access portals. The Wizard Mask appears again to speak and there is a cut scene to Jack’s girlfriend. Click on the only available portal to be transported to the Butterfly Penitentiary.

## PART 3: THE BUTTERFLY PENITENTIARY

The Butterfly Penitentiary is a world that captures and utilizes the wind created by the fluttering of enormous butterfly wings as its main source of energy. The main industry is shipping and supplying nectar to the giant butterflies that so that they can continue to provide energy.

### Mother, Is That Norman Bates at the Front Desk?

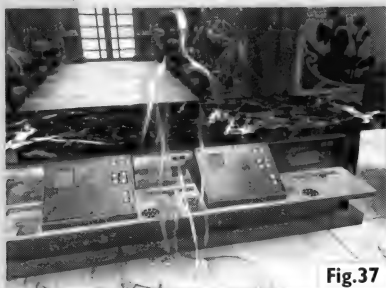


Fig.37

You are now in the lobby of an ornate, upscale hotel. The building's architecture and decor theme is predominately butterflies.

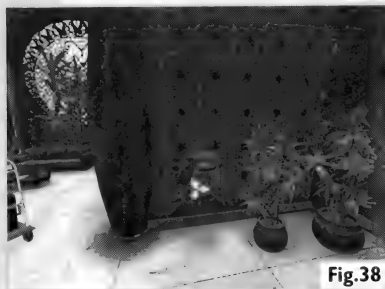


Fig.38

Click on the Filler behind the reception desk to inhabit his body. The main exit doors behind the reception desk are locked, but you can easily open them by pressing the security clearance access button on the reception desk (Fig.37). To do this click on the gold postal box affixed to the wall on the right behind the reception desk (Fig.38) and then press the access button on the right of the reception desk. Oops, well that didn't work. It seems as though we need something heavy to weigh down the button on the opposite side of the desk.



Fig.39

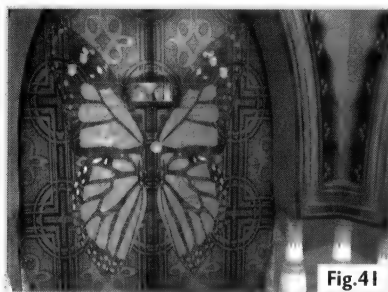
Look next to the floor plant to the front right of the reception desk. What luck, there's a large, heavy bird statue beside the green plant that would be perfect to weigh down a button (Fig.39)! There's also a candlestick that can be added to your inventory atop the armoire to the right. Activate the puzzle again and place the



**Fig.40**

bird statue on the far left of the desk (Fig.40) and then click on the button on the far right of the desk. You can now go through the double doors.

## **I'll Take What's Behind Door #3 Monty**



**Fig.41**

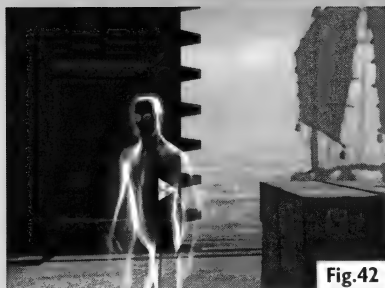
You are in a hexagonal shaped room surrounded by six doors, each with a security guard who will check your security clearance (Fig.41). As you are currently in the guise of the hotel Receptionist, you only have limited access. Each of the doors (except for #4) can be opened with appropriate clearance. Access privileges can be gained by hijacking the bodies of the different Fillers.

To make things easier, let's number the doors clockwise. You will eventually discover the contents of the room behind each door on your own, but if I don't get this information off my chest now I'll explode. Not to mention that I will get lost and forget where I am and that will be at the premature end of this strategy guide. We don't want that to happen do we?

The door behind you leads back into the hotel lobby. We'll start clockwise with the hotel lobby door:

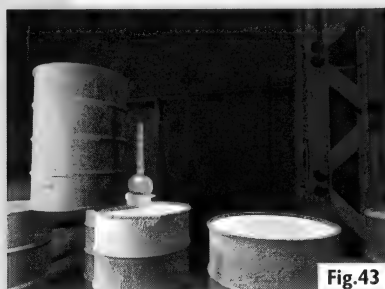
- ✓ Door #1 – Hotel Lobby (behind you)
- ✓ Door #2 – Manufacturing
- ✓ Door #3 – Administration
- ✓ Door #4 – Read the note on the door (facing you)
- ✓ Door #5 – Warehouse
- ✓ Door #6 – Loading Dock

Go through door #6 into the Loading Dock area (this is the door on the left side of the Reception door). To the far left is the Dock Foreman. You



**Fig.42**

can find him near the back where a ship can be seen through a screen. Via the large screen on the wall, he is monitoring another of the game worlds. Click on him to assume his identity allowing you to enter other rooms (Fig.42).



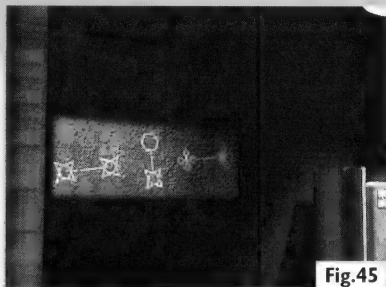
**Fig.43**

Scattered about the room like empty soda pop bottles are three, empty nectar jars colored yellow, blue and green (Fig.43). What you really need though is a red nectar jar (though you don't yet know this, but it will soon become obviously clear) and there does not seem to be one in this room.



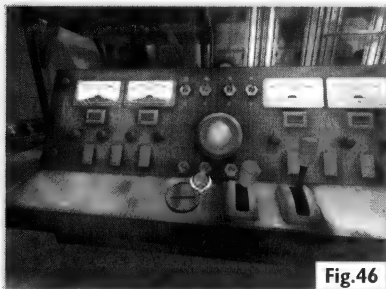
**Fig.44**

Did you notice that door in the far right corner of the Loading Dock? It leads back to the Maintenance Area we visited earlier (Fig.44). Feel free to go through the door and further explore the Maintenance Area, but don't blame me if you can't find your way back to the strategy guide; you're on your own. Go back into the Loading Dock room.



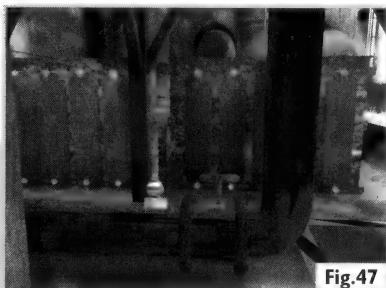
**Fig.45**

As you leave the Loading Dock, take note of the graphic on the wall to the right of the door (Fig.45). It is the combination you will later need to get an administration pass to the warehouse.



**Fig.46**

Return to the hexagon room and go through door #2 into Manufacturing. It is full of complicated machines and conveyor belts. Examine the machine on the far left (Fig.46). This is the Emergency Stop Switch. It appears as though you're missing a tool needed to operate the machine.

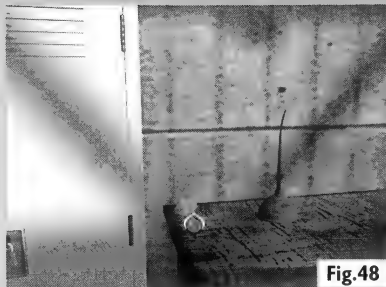


**Fig.47**

Go to the left of this machine to find the red nectar jar sitting on the piping (Fig.47).

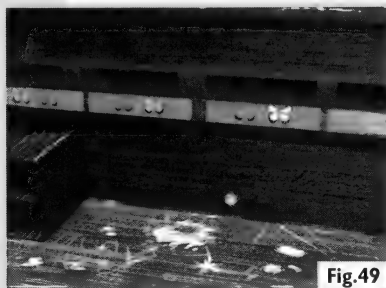
Now go up the metal staircase and speak with the Manufacturing Plant Manager Filler at the top of the stairs. He - hey, has anyone else noticed the lack of female Fillers? How do they procreate? - will give you the

permission form necessary to enter Administration.



Before descending the staircase, take the piece of amber on the desk to your left (Fig.48). Take special note of the door outlined in yellow at the bottom of the stairs, though you can't open it at the moment, it will come in handy later.

## Nectar of the Gods



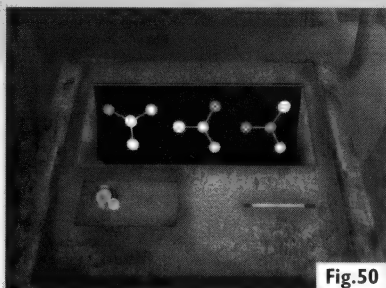
Back in the hexagon room; go through door #5 into the Warehouse. Walk straight ahead to the desk and take the abacus. Click on the puzzle hotspot on the desk to open a drawer revealing a sequence of butterflies (Fig.49).

This is the combination you will later need to open the Butterfly Containment Roof in the Administration Offices:

- ✓ Blue
- ✓ Red
- ✓ Red
- ✓ Blue
- ✓ Purple
- ✓ Yellow

To the left of the desk are four large vats full of nutritional butterfly nectar. This nectar is what keeps the butterflies nourished and working. Each vat of nectar supplies a different type of energy – Duration, Burst, Intensity and Purity. Click on the gauge above the tap of the red vat to activate the puzzle. Take the red nectar jar from your inventory and hold it underneath the tap. Once it is in the proper position, you will hear it fill with nectar. Return the jar to your inventory and continue to follow the room to the left until you are facing a machine in the corner of the room.

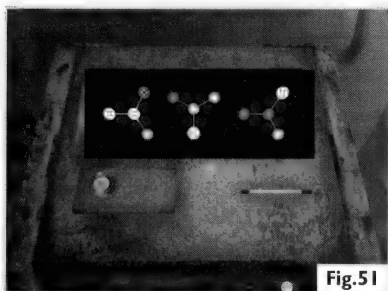




**Fig.50**

Click the puzzle triangle to activate the puzzle and then press the butterfly button to start the machine. Three patterns will appear in the viewing window (Fig.50). There are yellow circles with green ticks, green circles with a yellow hexagon and red circles with yellow ticks. The combination to solving this puzzle was on the door next to the Loading Dock. You did

remember to sketch a picture. What? You didn't. You really need to quit relying on me for everything. Okay, I'll help you one more time.



**Fig.51**

The key here is to match the three patterns in the viewing window to the pattern from the Loading Dock. You can either refer to the accompanying screenshot (Fig.51) or, for those who need a more in-depth solution, do the following:

- ✓ Rotate the first pattern until the two yellow circles are parallel going from left to right
- ✓ Rotate the second pattern until the green circle is in the middle and the yellow circle is vertically below it
- ✓ Rotate the third pattern until the two red circles are parallel going from right to left



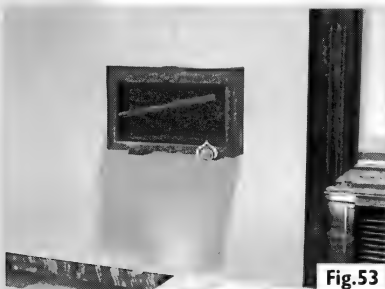
**Fig.52**

Once all three are in the correct sequence a pass to the interior Administrative Area will print out (Fig.52). Take the pass and return to the hexagon room.

## **No Suit, No Tie, No Entry**

Use the permission form you took from Manufacturing Plant Manager Filler on the door to enter room # 3 – Administration. Directly ahead is the door to the Executive Offices, but that room is off limits until you concoct a way to convince the Fillers to leave the room.

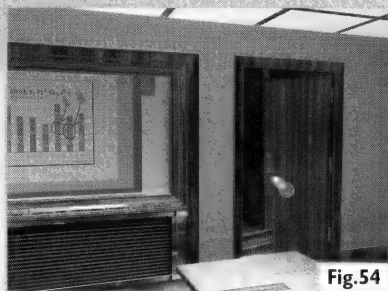
Chat with the Fillers toiling at their desks to learn that the chart on the wall to the right is a description of the various grades of nectar and their attributes. Study the chart to learn that you will need red nectar (but then you already knew that, didn't you).



**Fig.53**

Take the machine wrench from the case to the left of the nectar chart (Fig.53). To the right of the chart is a door that can be partially opened, but only momentarily. This door leads to Manufacturing, remember the door outlined in yellow?

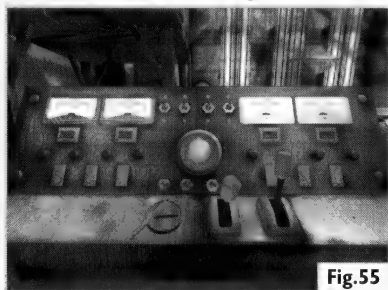
Maybe if we can cause a malfunction in the machines in Manufacturing, then the Fillers would have to leave their desks and we could sneak into the Executive Offices! Am I a genius or what? How would you finish this game without my advice?



**Fig.54**

Use the abacus in your inventory to wedge open this door (Fig.54). You didn't really believe we were going to use that abacus for something silly like addition or subtraction did you? Now return to Manufacturing.

## **Jack Throws a Monkey Switch Into the Works**



**Fig.55**

Go to the Emergency Stop Switch and use the wrench (Fig.55). An alarm will sound clearing the Administrative Offices of Fillers. Re-enter the offices through the wedged open door and then quickly slip into the Executive Offices before you are noticed.

## **Butterflies Are Free, My Friend**

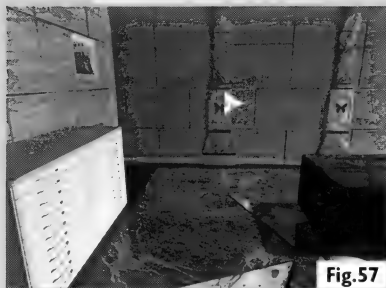
This is where thousands and thousands of butterflies – from the very small to the very large – are trapped in various wind-harnessing facilities. Their tremendous energy is captured and utilized to maintain the power for all the machinery and technology of this world.



**Fig.56**

Take the lighter on the table facing you and then turn left. This is the Butterfly Containment desk and has four colored butterfly buttons (Fig.56) that need to be pressed in the correct order to free the butterflies. Surely you remember the combination, but just to be on the safe side:

- ✓ Blue
- ✓ Red
- ✓ Red
- ✓ Blue
- ✓ Purple
- ✓ Yellow



**Fig.57**

Once they have been pressed in the correct order, click on the red button to open the Butterfly Containment roof.

Cross to the door on the opposite side of the room. To the left of the door is a port for your jar of red nectar, it looks like a blue symbol. Activate the port by clicking on the puzzle triangle on the first butterfly column at the opposite side of the room to the right (Fig.57) and then place your jar of red nectar into the port (Fig.58).



**Fig.58**

## Up, Up and Away



**Fig.59**

The butterflies now hover over the building – free from their captivity - waiting to transport Jack to the next Maitland Originator as a reward for his persistence (Fig.59).



Fig.60

The butterflies deposit Jack at Honest Joe Maitland's Butterfly Emporium, a modest establishment that deals in the legal purchase, selling and trading of butterflies (Fig.60).



Fig.61

Enter the Emporium. Seated inside the store is a previous incarnation of Doc Maitland (Fig.61) fantasizing about capturing the great, white butterfly. Touch him – watch out for that hook! - to break the spell of the magic leaf and be swiftly transported to the vestibule of the Eternal Tree.

# PART 4: THE VOLCANO

## Things Begin to Heat Up

Once again you still cannot exit the Tree of Eternity so click on the Departure Booth to travel to another world. The Mask talks again and another cut scene of Jack's girlfriend is played. Click on the only available portal.

This time you will be whisked to a barren, volcanic world. The cold and gray atmosphere is in direct contrast to the brightness of the Butterfly Penitentiary. An enormous volcano that threatens to erupt at any moment dominates the landscape.

## Go West Young Man

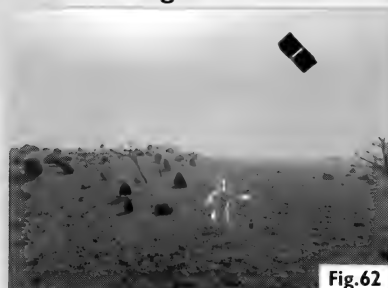


Fig.62

Wind your way across the barren landscape (yes, I know you have a compass in your inventory, but come on now, wouldn't that be too easy?) until you spot a Filler sitting on the ground flying a kite (Fig.62).

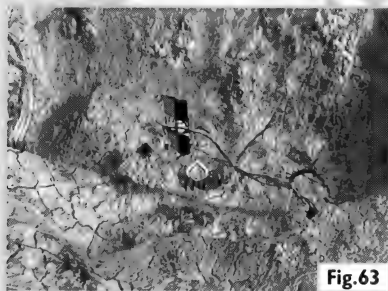
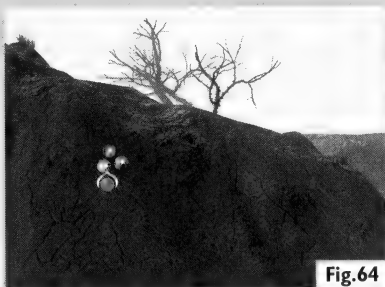


Fig.63

Travel forward to the left of the Filler towards the volcano to find a lost red kite lodged in a scrawny, leafless tree in a crater of the volcano. (Fig.63). When you are facing the volcano, choose the path to your right. Retrieve the kite, turn around and go forward twice to exit the area. Face the volcano and take the path to the left.



**Fig.64**

Click forward once and you will be at the volcano cliff. Turn to your right to take the chocolates decorated with bee icons (Fig.64). Return to the Filler flying the kite. From this point walk due north (slightly to the right) – for those who are directionally challenged, such as myself, that would be towards the top of the screen - until you reach a small village.



**Fig.65**

There are two Fillers deep in discussion, ask them about the volcano and they'll clue you in to an impending meeting, so why not go into the large main meeting hut, which is the largest building and get some coffee while you are waiting. No seriously, get the coffee vase on the table beside the water cooler and add it to your inventory (Fig.65).

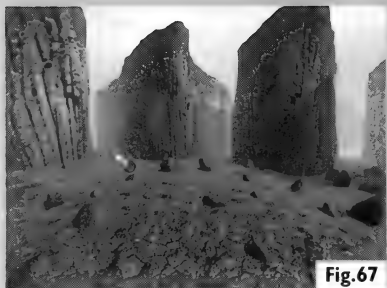
## Major Plot Point – Read This Section Carefully!



**Fig.66**

Locked in a cage in the far corner of the room is a brightly colored parrot (Fig.66). He seems overly anxious to be helpful and advises you to head southeast to the Tree of Nocturnal Dissension. (Please read this next line in a conspiratorial whisper voice) Unbeknownst to Jack and Ix, the Parrot is secretly plotting to overtake the Forever Worlds and has

put into motion a plan to create enough synthetic magic leaves to capture everyone on Earth. Jack and Ix have played right into his hands, er claws. Exit the hut through the back door which is to the right of the water cooler.



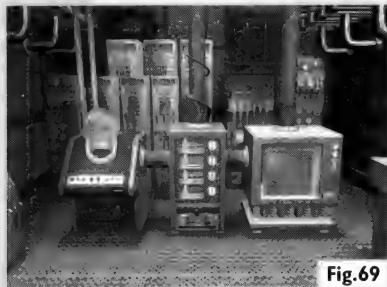
**Fig.67**



**Fig.68**

Hike directly ahead to the foggy canyons. There are three passages to choose from, take the one on the far left (Fig.67). Sure you can take the other two, but that would just waste time and I know you can't wait to find out what happens next. Click forward once to enter the canyon and then turn to the right. Click forward once again and turn to the right. Click forward once and then click to the left. Turn slightly to the left, take that first path and click forward to reach another free-standing door in the distance. The door is this World's entrance to the Maintenance Room (Fig.68).

## It's Alive, Alive I Tell You!

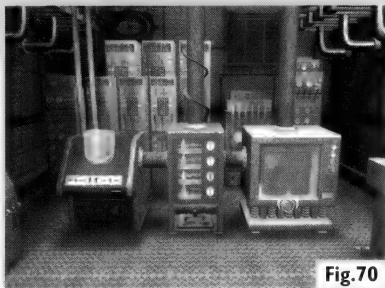


**Fig.69**

In the Maintenance Room walk forward once, turn right, walk forward twice and turn left and then click forward once again. Enter through the first door on the left. This is the Reanimation and Reversal Room. Click on the puzzle triangle then click on the main switch at the bottom of the middle machine and the chamber will open. Take the lizard amber from your

inventory and place it in the chamber to the left (Fig.69).



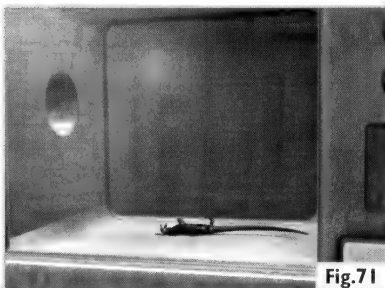


**Fig.70**

Click on the four switches in correct sequence on the middle machine to activate it (Fig.70).

The solution is:

- ✓ 1L – leave 1st switch on the left side
- ✓ 2R – move 2nd switch to the right
- ✓ 3R – move 3rd switch to the right
- ✓ 4L – leave 4th switch on the left side

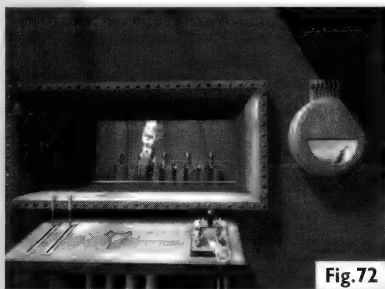


**Fig.71**

Click on the main switch again to extract the lizard from the amber (Fig.71) and put the lizard into your inventory. He will tell you he owes you a favor. Hmmm...remember that poster of the giant lizard we saw in the village? Exit the room.

## Is it Bigger Than a Bread Box?

Enter the room to the right of Reanimation and Reversal Room. This is the Zoom Room. Inside is a



**Fig.72**

the Zoom Room. Inside is a small portal to an inner chamber and some controls in front of a window with a robotic arm. Activate the puzzle by pressing the small control panel on the wall, next click on the big red button in the middle of the console. Place the lizard in the tunnel to the right and then click the black switch to shut the tunnel

door (Fig.72). Click the black switch again and the robotic arm will grasp the lizard and it will then be zoomed large enough to carry you up the steep side of the volcano. The scene flashes to Jack being carried up the volcano by the lizard.

## Go Fly a Kite

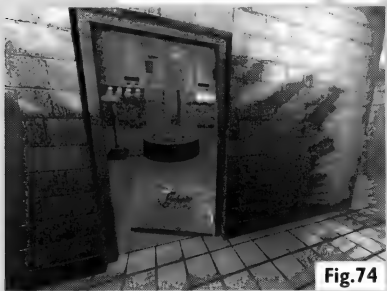


At the top of the volcano, click on the puzzle triangle in the sky over the center of the volcano and then fly your kite (Fig.73). Now attach your coffee pot to the kite. The pot and kite will slowly descend into the center of the volcano and fill with combustible gasses. Return the pot to your inventory and then descend down the side of the cliff.

Return to the village – you can find the village by moving forward once from the Filler that was flying the kite – go through the back door of the hut again and back through the canyon maze to the Maintenance Room. Remember to follow the path on the left.

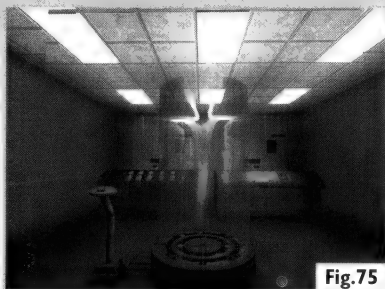
## The Big Bang Theory

Go forward once and turn right down the short corridor between the hallways. There is a locked door on your right here. Click on the puzzle triangle on the door. Place your candle at the bottom of the door. Now use the lighter on the candle.



Finally, place the coffee pot by the candle and - Kaboom! The volatile gases ignite, blowing the heavy metal door off its hinges (Fig.74).

## The Best Laid Plans of Parrots and Men



**Fig.75**

This room is a direct, inter-dimensional connection to the parrot cage back in the Volcano World meeting room. In the middle of the room is a tall, transparent tube. Trapped in the tube is a transparent being that resembles the Custodian (Fig.75). Click the switch to the left to free the Custodian and the great Wizard Mask will appear and stop you.

The Parrot is actually a former Custodian who – due to some Forever Worlds indiscretions that we cannot mention in a family publication – was banished to his feathery prison. You've been duped by a parrot (I promise to not tell your friends)!



**Fig.76**

You're still faced with the problem of finding this era's Maitland Originator. Inside the room is a tall, padlocked locker that you have no way of opening. Return to the hallway; and ask the maintenance worker who is already one cleaning-up from the after effects of the explosion – wow, they're quick! - to open the locker.

Move your cursor to the locker and click on the puzzle cursor. Cowering inside is the Maitland Originator (Fig.76). After he speaks, you will return to the vestibule.

## PART 5: THE LEAF SYNTHESIS

Jack's problems are now twofold – not only must he still find the original Maitland Originator, but he must also halt production of the synthetic magic leaves before his world is overrun with magic.

Use the Departure Booth to return again to the portals and then enter the only available door.



Fig.77

You arrive at an enormous manufacturing facility used by the renegade Custodian (the Parrot) to produce the synthetic leaves of the Tree of Eternity. Flames and smoke spew from skyscraper size towers, polluting the atmosphere (Fig.77).

Nothing can be done with the consoles in this room, but the first door on the left opposite the control panel to the left will open.



Fig.78

Follow the corridor to the next door until reaching the Central Control Room where meters measure the amount of production activity, humidity and temperature. Click the meter on the wall opposite of the door (Fig.78) to activate the Security Desk monitors to your right.



Fig.79

Click on the monitor switches, the monitors can show you several locations, but you only need to see the ones you have not visited before – an image of a bee and the greenhouse. When the three screens are only showing images of a combination of bees and the greenhouse (Fig.79) you will hear the sound of the special access door opening to the inner zoom room.

Examine the Synthesis Console on the opposite side of the room; this is the machine that controls the reproduction of the synthetic leaves.

### **I'm Leafing on a Bee's Back**

Return to the Console Room (the room you previously entered through the silver door) and go through the door to the right of the console to enter the Maintenance area. You will be facing the door you just came through. Now turn left and enter the Zoom Room. The first door on your right is the Zoom Room. Click on the inner chamber at the far left of the room to be shrunk so that you may travel to the greenhouse on the back of a bee.

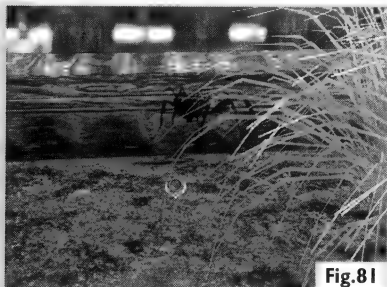
### **Jack and the Plant Stalk**

Turn to the left and walk towards the bottom of the stalk of the large plant. Carefully climb to the top of the plant – uh, not that I'm scared of heights or anything, but I'll wait here for you. Follow the vine up and around the stalk of the plant, you have to move your mouse until you find the hot spot that allows you to spiral up the stalk.



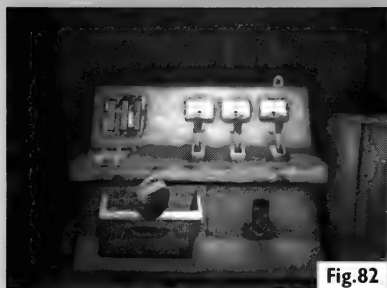
**Fig.80**

At the top you will find a red seed hidden in some leaves. Pick up the seed for your inventory (Fig.80). Spiral back down the plant looking for hot spots like you did on the way up.



**Fig.81**

Use your bee chocolate to summon the bee (Fig.81). Find the bee on the wood frame hidden beside the white plant. Click on the puzzle triangle. Take the bee chocolate out of your inventory and place it in front of the bee. The bee will come alive to take you for a ride.



**Fig.82**

You will be flown back to the inner Zoom Room. Leave the room and re-enter the Console Room. Return to the Central Control Room and activate the Synthesis Console. Put the seed from the plant in the Sample Drawer (Fig.82). The Zoom Room has made the seed enormous!

Click the puzzle triangle, the oversized seed will cause the Synthesis Console to jolt and short circuit. The Mask reappears to talk once again.



**Fig.83**

All of Doc's past lives have been leading up to this moment. It has all been a plot to poison the world with magic leaves and draw everyone into the Forever Worlds of Xulon. The giant seed has ruined the Synthesis Console and, finally, the original Doc Maitland has been freed (Fig.83).



**Fig.84**

There is still one catch though; you have arrived at the vestibule at the moment that the Doc disappeared. If Jack leaves now it would create a time paradox. However, if you take possession of Doc and leave as him, you can go back to the village and wait for yourself and tell him to find the book and the tree. Now when Jack finds the tree and

goes inside, you that the guy who looks like you coming out of the tree is actually the Custodian. Push him back into the tree and then all three of you can do triple de-possession (Fig. 84) so that everything is back to normal. Simple, huh? Whew!

Now, let's wrap-up this story as all good stories should end, with young lovers and pet lizards holding hands as their boat sails into the sunset (Fig.85).



Fig.85

THE END!

# NOTES





# NOTES

# NOTES

# Forever Worlds™

ENTER THE UNKNOWN

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